



COMMONWEALTH OF VIRGINIA

Department of Mines, Minerals and Energy

P. O. Drawer 900
Big Stone Gap, VA 24219-0900
(276) 523-8100 FAX (276) 523-8148

November 13, 2007

READVERTISED RECRUITMENT NOTICE

RECRUITMENT IS OPEN TO THE GENERAL PUBLIC

Position: MINE INSPECTOR, MINERALS SPECIALIST I
POSITION NO. 00321

Location: BUCHANAN, TAZEWELL, RUSSELL, & DICKENSON COUNTIES
(SOUTHWEST VA)

Salary Range: Starting at: \$63,960

The Department of Mines, Minerals, & Energy is seeking a qualified individual to schedule and inspect assigned mines, enforce laws, investigate accidents and complaints, offer assistance, and formulate plans in accordance with laws, rules, and regulations. Inspector is uniformed and will inspect mines located in Buchanan, Tazewell, Russell, and Dickenson Counties. This position has been designated as required to file a Statement of Economic Interests in accordance with Section 2.2-3114 of the *Code of Virginia*.

TO QUALIFY: Virginia First Class Mine Foreman Certification; successful completion of the VA Mine Inspector Examination prior to being offered the position and have a valid driver's license and excellent driving record. Knowledge of mining operations, laws, rules, and regulations. Ability to prepare reports and records; communicate effectively, verbally and in writing; work without close supervision and make sound independent decisions; and crawl, stoop, climb, bend, walk long distances and work in confined spaces, and heights. Considerable experience using computer hardware and software applications. Graduation from an accredited college or university with major study in mining related fields preferred. An equivalent combination of training and experience may substitute for education.

TO APPLY: All applications **MUST** be submitted on-line through the Commonwealth Recruitment Management System (RMS) <https://jobs.agencies.virginia.gov>.

Telephone: (276) 523-8142; TTY/TTD: (800) 828-1120

ALL APPLICATIONS MUST BE RECEIVED ON-LINE BY 5:00 P.M., WEDNESDAY, DECEMBER 5, 2007

